

IN THE CLAIMS

Following are clean copies of the extant claims, including any further amendment requested herewith:

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1. (original) A computer system, comprising:
a graphics accelerator unit which manages page faulting of texture data invisibly to the host processor.
 2. (original) A computer system, comprising:
a graphics accelerator unit which manages page faulting of texture data, from dedicated graphics memory into a main memory used by at least one host processor, invisibly to the host processor, except when said graphics accelerator unit calls for data which has not recently been present in said main memory.
 - 12 3. (original) A computer system, comprising:
at least one CPU, operatively connected to have read/write access to a main memory;
first memory management logic, which virtualizes said main memory with reference to at least one bulk storage unit; and
a graphics accelerator unit, comprising rendering accelerator logic, dedicated graphics memory, and a second memory management unit which manages texture data for said accelerator logic and performs page faulting of said texture data, invisibly to said CPU.

4. **(new)** A computer system comprising:
a host processor having respective physical memory associated therewith; and
a graphics accelerator unit having respective local memory associated therewith, and also having a graphics memory manager;
wherein, when said graphics accelerator unit attempts to access texture data which is in said physical memory associated with said host, said graphics memory manager fetches said texture data automatically.
5. **(new)** The system of Claim 4, wherein, after fetching said texture data, said graphics memory manager restarts texture processing.
6. **(new)** The system of Claim 4, wherein, after fetching said texture data, said graphics memory manager restarts texture processing.

7. (new) A computer system comprising:

a host processor having host physical memory associated therewith, and also having virtual memory management; and

a graphics accelerator unit having respective physical memory associated therewith, and also having virtual memory management; and

wherein, when said graphics accelerator unit attempts to access texture data which is in said host physical memory,

if said texture data is in said host physical memory, said graphics memory manager fetches said texture data therefrom automatically;

and if said texture data is not in said host physical memory, said texture data is first loaded into said host physical memory, and thereafter said graphics memory manager fetches said texture data automatically from said host physical memory.

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